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WORLD HEROES™ 2

INSTRUCTION BOOKLET

TAKARA®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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Thank you for selecting this WORLD HEROES™ 2 Game Pak for your Super Nintendo Entertainment System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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WORLD HEROES 2™

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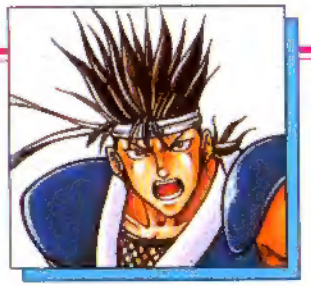


GAME STORY

Who is the greatest hero of all time? To discover the answer, a scientist invented a time machine that brought the most fearsome warriors from each age of history together, to fight the ultimate battle.

The battle was fought, but no clear winner was determined. Now, one year later, those 8 great heroes and 8 new challengers have gathered together again, to settle it once and for all!!

STARTING THE GAME

Insert the Game Pak into your Super Nintendo Entertainment System® game machine and turn the power switch ON. The Title screen should then appear. Press the Start button to bring up the Game Mode Select screen. Use the ↑↓ Control Pad to select 1P Game mode, VS Game mode, or Option mode, and press the Start button to set.

1P GAME MODE

Play against the computer. Select your character (choose from 14 different characters), select the fighting mode (either Normal or Survival mode), and then head into battle!

VS GAME MODE

Battle it out against a friend. First select your character and the fighting mode, then select the stage and the type of gauge. Hold down the Select button when setting your character selection to go into the Character Option screen.

OPTION MODE

Reset the options.

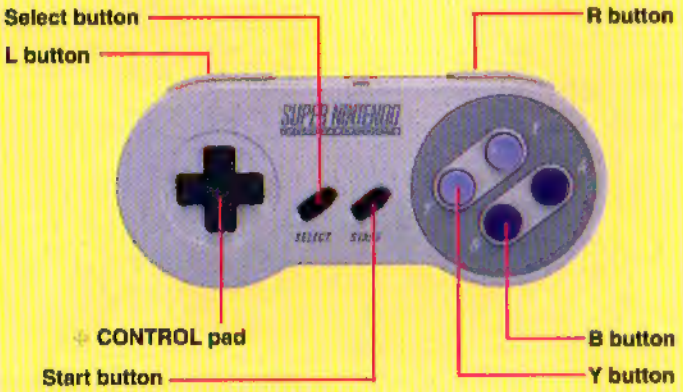
Please refer to pages 11-15 for details of each mode.

BASIC CONTROLS

All commands are for when your character is facing right. Reverse ✣ Control Pad directions if your character is facing left.

ARCADE MODE (4 BUTTON MODE)

Play with the same control system as the WORLD HEROES 2 arcade game.



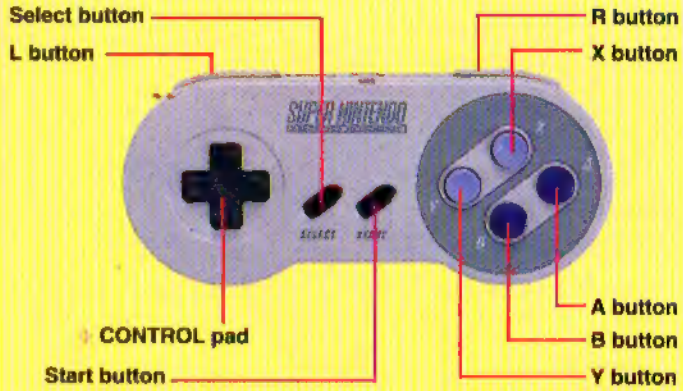
✣ Control Pad : Move character
Right – Advance • Left – Retreat, guard • Up – Jump • Down – Crouch
A button : Not used
B button : Weak kick / Strong kick
X button : Not used
Y button : Weak punch / Strong punch
Select button : Move around screen when selecting options
Start button : Pause
L / R buttons : Taunt opponent, throw

* Button configurations can be changed in Option mode.

Attack strengths vary according to how long you hold down attack buttons — a short time for weak attacks, a longer time for strong attacks.

SNES MODE (6 BUTTON MODE)

Play with normal 6-button SNES controls.

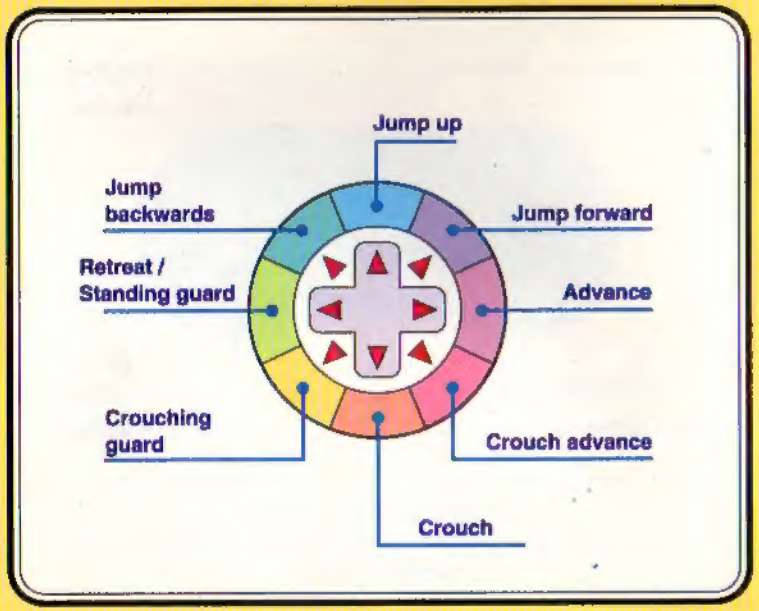


✣ Control Pad : Move character
Right – Advance • Left – Retreat, guard • Up – Jump • Down – Crouch
A button : Weak kick
B button : Strong kick
X button : Weak punch
Y button : Strong punch
Select button : Move around screen when selecting options
Start button : Pause
L / R buttons : Taunt opponent, throw

* Button configurations can be changed in Option mode.

USING THE ✣ CONTROL PAD

All directions are for when your character is facing right. Reverse directions if your character is facing left.



BASIC MOVES

All commands are for when your character is facing right. Reverse ✣ Control Pad directions if your character is facing left.

DEFENSIVE MOVES

Standing guard : Press the ✣ Control Pad left.

Crouching guard : Press the ✣ Control Pad to bottom left.

Airborne attack repeller : When your opponent unleashes an airborne attack, wait until it's just about to hit you and then use this move. If you get the timing just right, you'll be able to both protect yourself and send the force of the attack back to hit your opponent. Press the ✣ Control Pad in the opposite direction to your opponent (left or right).

To recover quickly when knocked out : Press the ✣ Control Pad or any button repeatedly.

To escape when grabbed and held by enemy : Press the ✣ Control Pad or any button repeatedly.

To recover quickly when knocked down for the count in Survival mode (with Seesaw gauge): Press the ✣ Control Pad or any button repeatedly.

THROWS

Basic throw :
Press the L or R button, or hold the ✣ Control Pad to the right and press the Punch button.
(For characters able to do kick throws, the Kick button can also be used.)

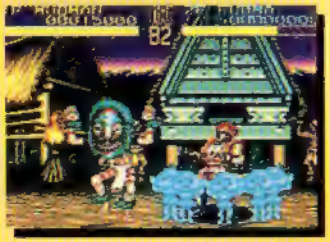
Counter throw :
Use when your opponent has grabbed you and is about to throw you. To switch the positions and throw your opponent instead, press the Punch button.
(For characters able to do kick throws, the Kick button can also be used.)

Grab & hold :
Some characters are able to grab opponents and squeeze out their strength. Move into contact with your opponent, press the ✣ Control Pad to the right, and press the Kick button to get him/her in a clinch.

Super grab & hold :
Once you've got your opponent in a clinch, this attack will allow you to continue squeezing and crushing him/her for an even longer time. Press the ✣ Control Pad or any button repeatedly.

Basic Throw

➡ + Punch button / L.R buttons



Grab & Hold

➡ + Kick button

NORMAL MODE AND SURVIVAL MODE

In WORLD HEROES 2, there are two game modes (1P Game and VS Game) and two fighting modes - Normal mode and Survival mode. Once you've selected the game mode, you choose which fighting mode you want to fight in.

NORMAL MODE

In this mode you fight in the usual way.

SURVIVAL MODE

In this mode the thrills multiply, as each stage has special traps and danger zones which you can use to damage enemies, but will also damage you if you don't fight with all the skills at your command!

THESE ARE THE SURVIVAL MODE STAGES:

Thunderbolt Stage : Lightning bolts come blazing out at regular intervals from a machine at the top of the screen. Entice your opponent under the machine at the right time to inflict major electro damage!

Land Mine Stage : Powerful land mines are set up at regular intervals throughout the stage. If you step on a land mine it will explode, but if you dodge the blast you won't be damaged.

Barbed Wire Bomb Stage : You fight in a special boxing ring enclosed by barbed wire instead of rope. There are bombs hanging from the barbed wire. If you touch a bomb you will be severely singed. Once a bomb has exploded it will disappear from the screen, and then reappear a short time later.

Metal Mesh Stage : You fight in a special metal mesh ring suspended in the air. The screen doesn't scroll, and you only have a restricted area to move in. Characters which are weak in normal stages are at an advantage in this stage.

Sawblade Stage : Electric circular saws come slicing through the floor at irregular intervals. Make sure you dodge them or use them to damage your opponent.

Haircut Stage: This stage looks the same as the others, but when you lose a match that's not all you lose!

Spike Wall Stage : The walls on both sides of the stage are impregnated with spikes. Keep your distance from the walls or use them as a weapon to damage enemies.

Oil Slick Stage : Oil slicks run over the ground in this stage. This makes it easy to slip and skid, but you can also take advantage of the oil to do repeat attacks easily.

Think carefully about the characteristics of the stage and choose your moves accordingly. It's up to you whether these characteristics work to your advantage or seal your fate!

GAME RULES

NORMAL MODE

- In this mode you fight up to three rounds against your opponent to decide the winner of the match.
- You win a round when your opponent's energy has run out.
- The first person to win two rounds out of three wins the match.
- This mode normally uses a standard life gauge ("Normal" life gauge).

SURVIVAL MODE

- In this mode you battle it out against your opponent in a one fall, timed match.
- Knock out your opponent for a count of 10. If no player is knocked out before time runs out, the computer decides the winner.
- This mode normally uses a "Seesaw" life gauge. Every time you damage your opponent, your life gauge goes up and your opponent's gauge goes down. Taking all of your opponent's strength will knock him/her out.

Note *: The life gauges are automatically set as above, when the "Life Gauge" option is set to "Arcade" in Option mode. You can change the life gauge by setting this option to "Normal" or "Seesaw".*

GAME MODES

1P GAME MODE

At the Game Mode Select screen, select 1P GAME MODE and press the Start button. The Player Select screen will then appear. Select any one of 14 different characters. Press any button (L, R, A, B, X, or Y button) to set your selection.

Press the Y button to select COIN-UP original color.

The Mode Select screen will then appear. Choose either Normal mode or Survival mode. Press any button to set your selection. The game will then begin.

A second player can join the action at any time. Simply press the Start button on the 2P controller to start playing. The winner of the match can then switch back to a 1P game and continue playing.

VS GAME MODE

At the Game Mode Select screen, select VS GAME MODE with the ✣ Control Pad, and press the Start button. The Player Select screen will then appear. Each player selects his/her character with the respective ✣ Control Pad, and then sets his/her selection with any button. Keep the Select button pressed down when setting a character selection to move to the Character Option screen.

The Character Option screen then appears. Move around the screen using the Select button. You can set the following options on this screen:

Handicap : Add a handicap. The higher the number, the greater the handicap (choose from 8 handicap levels).

Key Config : Choose the type of control system - Arcade (4 button system) or SNES (6 button system).

Button Config : Choose which buttons will be used as the punch, kick, and throw buttons (choose from the A, B, X, Y, L, and R buttons; the same button cannot be used twice).

The Mode Select screen will then appear. Choose either Normal mode or Survival mode and set with any button. If you and your opponent don't make the same selection, the computer will choose a mode randomly.

Once you've set the mode, the Stage Option screen will appear. Move around the screen using the Select button. You can set the following options on this screen:

Stage : Select the stage in which you'll play (choose from 15 stages in Normal mode and 8 stages in Survival mode).

Life Gauge : Choose from ARCADE, NORMAL and SEESAW gauges. Select NORMAL for a standard life gauge. Select SEESAW for a seesaw gauge - when you damage your opponent, your strength level goes up and your opponent's level goes down. Select ARCADE to automatically set a "Normal" life gauge in Normal mode and a "Seesaw" gauge in Survival mode.

Gauge Mask : Choose to have the life gauge displayed or hidden.

Time Limit : Select ON (for a fixed time limit of 99 seconds) or OFF (for no time limit).

Make all your selections and press any button to start the game.

OPTION MODE

You can set the following options on this screen:

Game Level : Change the level of difficulty of the game. Choose from 8 levels - the higher the number the more difficult the setting.

Speed : Adjust the speed of the game. Choose from 3 speed levels - 1 (slow), 2 (normal), and 3 (fast).

Time Limit : Select ON (for a fixed time limit of 99 seconds) or OFF (for no time limit).

Life Gauge : Choose from ARCADE, NORMAL and SEESAW gauges. Select NORMAL for a standard life gauge. Select SEESAW for a seesaw gauge - when you damage your opponent, your strength level goes up and your opponent's level goes down. Select ARCADE to automatically set a "Normal" life gauge in Normal mode and a "Seesaw" gauge in Survival mode.

Gauge Mask : Choose to have the life gauge displayed or hidden.

Button Set : Choose the type of control system - Arcade (4 button system) or SNES (6 button system).

Button Config : Choose which buttons will be used as the punch, kick, and throw buttons (choose from the A, B, X, Y, L, and R buttons; the same button cannot be used twice).

Sound Mode : Select stereo sound or mono.

WHAT YOU SEE ON SCREEN

NORMAL MODE

1. 1P life gauge
2. 1P player name
3. 1P score
4. 1P win indicator
5. 2P life gauge
6. 2P player name
7. 2P score
8. 2P win indicator
9. Match timer

SURVIVAL MODE

The screen is the same in this mode with the exception of the following points:

Items 1 and 5 turn into the "Seesaw" gauge. The left of the gauge shows 1P strength, the right shows 2P strength.
Items 4 and 8 do not appear on the screen.

MEET THE HEROES

(Note All movements are for when your character is facing right Reverse movements when your character is facing left)

The soul of the Ninja blazes with the fury of battle!

•HANZO•

Age 28
Country Japan
Profession Iga Ninja leader
Height 5'7"
Weight 152 lb
Era 1581

The head of the Iga Ninja, the most fearsome of all Japan's Ninja clans His body an unstoppable fighting machine, he is preparing himself to once again meet his arch rival, Fuuma, in battle

SPECIAL ATTACKS

REKKOZAN (LIGHTNING SLASH)
Sends a blast of energy shooting forth from Masamune, Hanzo's Ninja Sword.
↓ → + Punch button.

KOH-RYU HA (DRAGON WAVE)
Releases the spirit of the Iga Dragon, which spirals upward to blast your enemies.
→ ↓ ↘ + Punch button.

NINPO KORIN KAZAN (NINJA BUZZSAW)
Turns Hanzo's body into a spinning weapon of destruction.
↖ ↓ ↙ → + Kick button

The Red Dragon rages!

•FUUMA•

Age 26
Country Japan
Profession Fuuma Ninja leader
Height 5'7"
Weight 154 lb
Era 1581

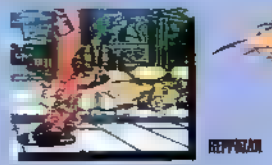
The head of the Fuuma Ninja and sworn enemy of the Iga Ninja. He knows only one passion - to avenge his earlier defeat at the hands of Hanzo.

SPECIAL ATTACKS

REPPUZAN (Cyclone Slash)
Sends balls of energy flying from Murasame, Fuuma's Ninja sword
↓ ← + Punch button.

EN-RYU HA (Dragon Flames)
The spirit of the legendary Wind Dragon rages forth in defense of the Fuuma Ninja
← ↓ ↙ + Punch button.

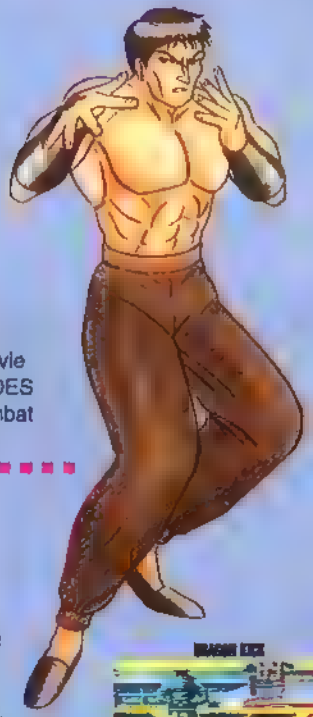
NINPO FURIN KAZAN (Ninja Whirlwind)
Turns Fuuma's body into a powerful tornado.
↙ ↓ ↘ ← + Kick button



Bow before the Hundred Blows of Righteousness!

•KIM DRAGON•

Age 27
Country Korea
Profession Martial arts master
Height 5'4"
Weight 110 lb
Era 1967



Disenchanted with the soft living and self-indulgence of the movie world, Kim returns to his beloved homeland, Korea, after years spent pursuing his movie career. He has joined the WORLD HEROES to recapture the thrills of real Kempo combat

SPECIAL ATTACKS

HYAKU-RETSU KEN (The Hundred Blows)
A non-stop series of supersonic punches
Press the Punch button repeatedly

DRAGON KICK
The power of the Mighty Dragon of the Middle Kingdom surges through Kim's body and explodes in a mega kick.
↓ ↑ + Kick button

The Craziest Sword-swinger of the Middle Ages.

•JANNE•

Age 19
Country France
Profession Swordsperson
Height 5'5"
Weight 117 lb
Era 1431

Joan of Arc got all the limelight, but Janne's the one to reckon with in battle. Never one for hanging around the castle killing time at the tapestry frame, Janne likes nothing better than to take on the meanest foes around in hand-to-hand combat

SPECIAL ATTACKS

PHOENIX BLAST
The legendary Phoenix flies forth from Janne's sword to fry her enemies.
← briefly, then → + Punch button

FLASH SWORD
Janne's sword turns to flame and can reach enemies at a distance. ← briefly, then → + Kick button.

SWORD OF JUSTICE
The Spirit of Justice courses through Janne's sword
← briefly, then → + Kick button

The Ferocious Leader of the Mongolian Hordes.

•J. CARN•

Age 36
Country Mongolia
Profession Marauder
Height 5'6"
Weight 265 lb
Era 1198

For some people, being the conqueror of a continent just isn't enough. The Unstoppable Carn is plunging back into battle to see whether he can pull his same tricks twice, this time against the greatest warriors in history

SPECIAL ATTACKS

MOUKO HAKYOKU DOH
(Mongolian Tiger Crush)
Carn rolls over his enemies in this mega body block
← briefly then → + Punch button.

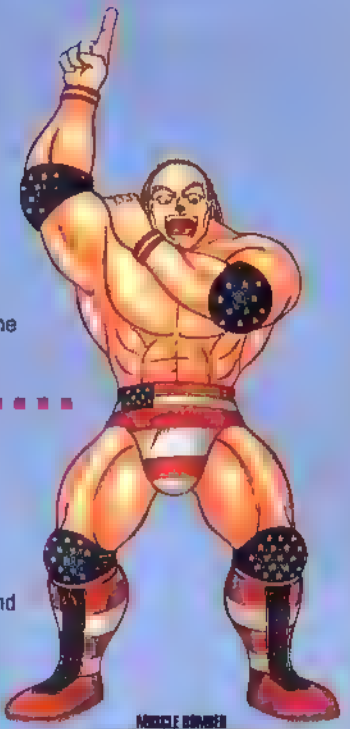
MONGOLIAN DYNAMITE
Super-charged energy courses through Carn's arm to explode like a charge of dynamite
↓ briefly, then ↑ + Punch button

The Giant Super Wrestler from the States.

•MUSCLE POWER•

Age 39
Country U.S.A.
Profession Wrestler
Height 6'6"
Weight 298 lb.
Era 1984

The wrestling madman who rules the Pro circuit. He seeks to erase the 7 double decisions he received in the last WORLD HEROES battles, and come out on top as the greatest warrior of all time.



SPECIAL ATTACKS

MUSCLE BOMBER
Muscle dashes and grabs his opponent, disposing of him/her with a lariat drop
← briefly, then → + Punch button.

TORNADO BODY SMASH
Muscle grabs his opponent, jumps into the air, and crushes his opponent's back when he lands.
Quickly rotate thumb around ↻ + Punch button

SUPER SWING
Muscle swings his opponent around in the air and drops him/her.
Arcade controls : Press Punch + Kick + L/R at the same time.
SNES controls : Press Punch + Kick + L/R at the same time

The Merciless Cyborg Warrior

•BROCKEN•

Age 31
Country Germany
Profession Military Officer
Height 6 1"
Weight 341 lb
Era 1922

The fearsome cyborg warrior whose body bristles with various armaments. His computer-enhanced brain has mind-reading capabilities, letting him know in advance what move his opponent is going to make

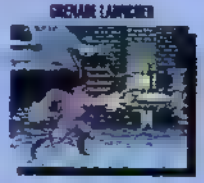
SPECIAL ATTACKS

GRENADE LAUNCHER
Brocken shoots grenades from his arms.
↘ → + Punch button

BROCKEN MISSILE
Brocken shoots missiles from his legs
↘ → + Kick button

HURRICANE ARM
Brocken uses his mechanical hand to create a tornado.
↓ ↘ ← + Punch button.

THUNDERSPARK
Brocken unleashes a 10,000 volt shock from the tip of his fingers. Press the Punch button repeatedly


GRENADE LAUNCHER

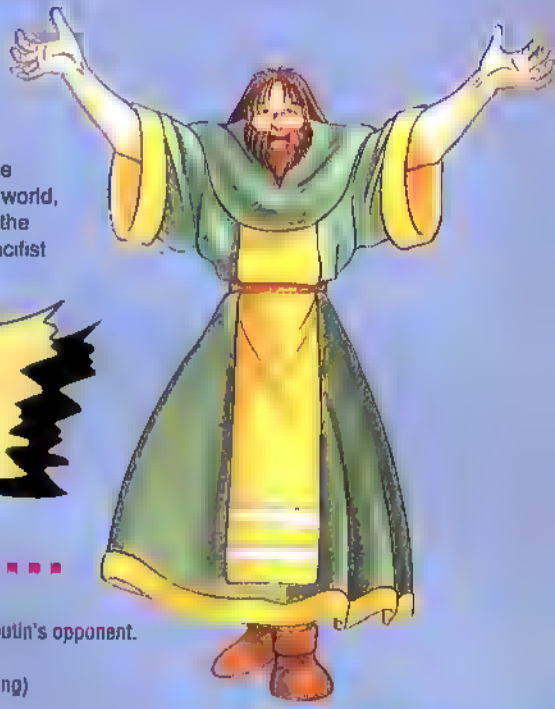
BROCKEN MISSILE

HURRICANE ARM

The Mysterious Russian Sorcerer.

•RASPUTIN•

Wrapped in a shroud of mystery, this enigmatic confidant of the Russian Czarina seeks to spread his message of love and peace throughout the world, but isn't too choosy about the way he goes about it. A pacifist with an iron punch



Age Unknown
Country Russia
Profession Sorcerer
Height 6
Weight 150 lb
Era 1914

SPECIAL ATTACKS

FIREBALL
Shoots a ball of flame at Rasputin's opponent.
↓ ↘ → + Punch button
(can also be used when jumping)

THUNDER BLAST
Throws a ball of electricity at Rasputin's enemy
← ↙ ↓ ↘ → + Punch button

TROIKA SPIN
Rasputin twirls towards his enemy in a dance of destruction.
↓ ↙ ← + Kick button

FIREBALL

The Master of Muetai Roars in Revenge!

•SHURA•

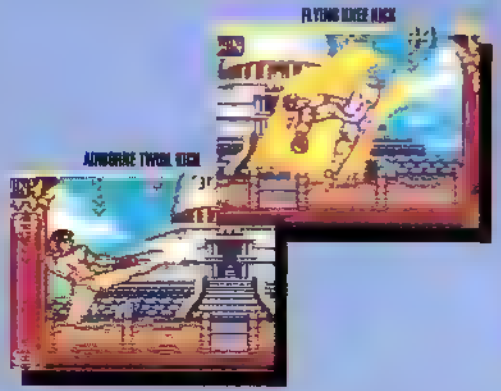
Famous for his lethal Flying Knee Kick, this Muetai master has triumphed over countless opponents. He has joined the WORLD HEROES 2 lineup to follow in the footsteps of his murdered brother.

Age 20
Country Thailand
Profession Kick Boxer (Muetai)
Height 5' 5"
Weight 110 lb
Era 1762

SPECIAL ATTACKS

FLYING KNEE KICK
Shura jumps into the air at lightning speed to deliver a devastating kick
↓ ↓ + Kick button.

AIRBORNE TWIRL KICK
A powerful kick that crushes all comers.
→ briefly then → + Kick button.



The Raging Warrior of the North.

•ERIK•

Age 45
Country Norway
Profession Viking
Height 6' 7"
Weight 379 lb.
Era 998

Prince of the Vikings and successor to the throne Erik waits impatiently for his 95 year-old father to relinquish his crown. In the meantime, he has joined the WORLD HEROES 2 battle to get rid of some of his pent-up frustration.

SPECIAL ATTACKS

HAMMER OF THOR
Erik's spirit materializes in the shape of a hammer, to "hammer down" opponents
↓ briefly, then ↓ + Punch button.

AEGYR'S HALBERD
Erik calls forth a tidal wave to drown his enemy.
↓ ↘ → + Kick button

BLIZZARD BREATH
Erik spits out a cloud of frost to stop all opponents cold.
↓ ↙ ← ↖ → + Punch button

Mighty Friend and Ally of the Earth.

•MUDMAN•

Age 17
Country Papua New Guinea
Profession Environmental Warrior
Height 5'4"
Weight 106 lb.
Era 450

Blessed with the power of prophecy, Mudman forsaw the environmental pollution of the years to come and pledged himself to fight for the future of the Earth and its people. He now rages forth to spread his message of conservation and prove that greenies can fight along with the best of them.

SPECIAL ATTACKS

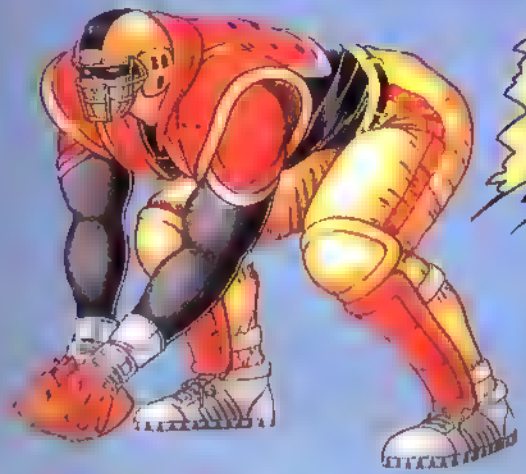
MUDCUTTER
Mudman's mask spins to slice his opponents
↓ ← + Punch button

MUD GYRO
Mudman's mask spins and sends him flying up into the skies
↓ ↑ + Punch button.

MUDMAN ATTACK
The spirit of the Earth is unleashed from Mudman's body to crush opponents
↖ → + Punch button.

The Football Hero No Ref has ever Dared Penalize.

•J. MAXIMUM•



Age 28
Country U.S.A.
Profession Quarterback
Height 7'1"
Weight 236 lb.
Era 1989

Diversifying's the name of the game these days, and Maximum doesn't want to be left behind the times. So he's putting his merciless competitive instincts to work in WORLD HEROES 2, to see if he can become the number one warrior of all time as well as a star quarterback.

SPECIAL ATTACKS

PIGSKIN THUNDER SHOT
A super pass designed to wipe out opponents.
↓ ↘ → + Punch button

PENENTRATION PUNT
Maximum punts to knock out his enemy
↓ ↘ → + Kick button.

SHOULDER BUNT CRUNCH
A body block that bounces Maximum's opponents back to the second deck
→ → + Punch button.

Japan's Star Hope.

•RYOKO•

Age : 16
Country : Japan
Profession : Judo Master
Height : 5' 3"
Weight : 106 lb.
Era : 1992

Defeated by one of the Iga Ninja in battle, Ryoko has joined the WORLD HEROES 2 lineup to test her ability and her true limits. She combines unstoppable competitive drive with judo skills honed over years of hard training.

SPECIAL ATTACKS

BOSATSU-SHO (HANDS OF ENERGY)
Super-charged psychic energy courses through Ryoko's hands.
↓↘→ + Punch button.

AIRBORNE BODY BOUNCE
Ryoko grabs her opponent in mid-air and bounces them on the ground.
→↘↓↙←↖→ + Kick button.

SUPER SHOULDER THROW
Ryoko tosses her enemy to the winds.
→↙↓↘→ + Punch button.

The Rowdiest Rebel of the High Seas.

•CAPTAIN KIDD•

Age : 28
Country : The Seven Seas
Profession : Pirate Captain
Height : 6' 2"
Weight : 172 lb.
Era : 1572

The swashbuckling scourge of the High Seas, the infamous Captain Kidd now joins the World Heroes to prove his mettle in battle and protect his treasure-trove of pieces of eight.

SPECIAL ATTACKS

SHARK KNUCKLES
The spirit of the Great White Shark runs through Kidd to give his punches extra power.
← briefly, then → + Punch button.

SHARK UPPERCUT
A shark aura comes blasting forth from Kidd to cause major damage to opponents.
↓ briefly, then ↑ + Punch button.

WHIRLPOOL KICK
Kidd spins and kicks in an unstoppable whirlpool attack.
← briefly, then → + Kick button.

PIRATE SHIP BLAST
A ghostly pirate ship image blasts forth from Kidd leaving all opponents powerless in its wake.
↓↘→ + Punch button.

The Morphing Man of Metal who burns for revenge!

•NEO GEEGUSE•

Age : Unknown
Country : Unknown
Profession : Unknown
Height : Variable
Weight : Unknown
Era : Unknown

Neo Geeguse fought the winner of the first WORLD HEROES battle but was defeated.
He has since greatly increased his power and strength, and has challenged the strongest fighters to take him on in combat. He can shapeshift into any form by simply looking at it.

SPECIAL ATTACKS

METAMORPHISIZER
Allows Neo Geeguse to transform himself into any of the WORLD HEROES 2 fighters, but at random. However, once transformed, he can fight using the abilities and attacks of the character.
Punch + Kick buttons

The mysterious "Ultimate Super Fighter"!

•DIO•

Age : Unknown
Country : Unknown
Profession : Unknown
Height : About 6' 6"
Weight : About 276 lb.
Era : Unknown

It is rumored that this mysterious superfighter is an alien who wants to wipe out all other competitors, in order to become the unchallenged number one fighter of the universe. His body a lethal weapon, Dio fights until he has destroyed everything he can lay his hands on.

SPECIAL ATTACKS

ATOMIC CLAW
Dio produces nuclear fusion with his body, and transfers it to his opponent, making him/her explode.
Quickly rotate thumb around ↻ pad + Punch button.

ROLLING SMASH
Dio's body turns into a spinning blade which flies up into the air. Best used as an airborne weapon.
↓↙←↖↑ + Kick button

ATOMIC CLAW

ERASER CLAW
Collects all Dio's energy into a ball and floats it in the air. A kind of booby trap.
↓↙←↓↘→ + Punch button

SONIC HOOK/SONIC UPPERCUT
Turns Dio's arm into a sharp blade, and dashes it towards his opponent.
←↙↓↘→ + Punch / Kick button

MEMO

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